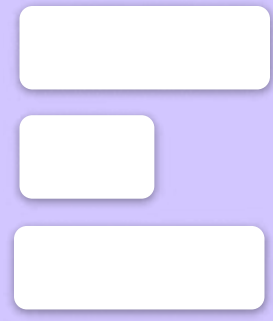


ENDER

GAMIFYING FUTURE

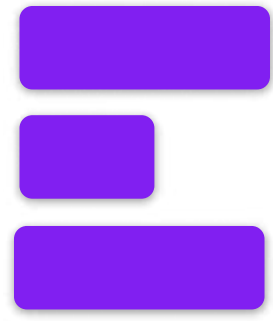


project by four'ofour studios



Future Of Online Education. Interactive Learning Using Games!

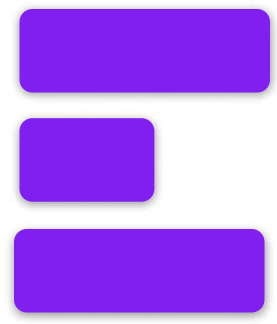




Summary

Our project is based on the “Super Mario Effect”. “Focusing on the Princess and not the pits, to stick with a task and learn more.” We encourage players to try as many times as they want, without pressuring them with “point deduction”.

Besides, we give educators the opportunity to make their quizzes and easily input them in our games. So they can create a better environment for students.

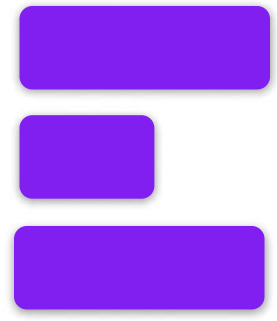


Problem

Even though, In the market, there are already many Educational Games. They still are mostly rigid and mostly without the opportunity to input new data for “educators” to create their own content.

In addition, these games are mostly not fun after one gameplay because they don't give anything to make a person return to it and mostly use point deduction tactics, which even more alienate a big chunk of the audience.





Solution

Our Solution is a cloud-based platform with a platform of games, designed to entertain and create a friendlier environment for students.

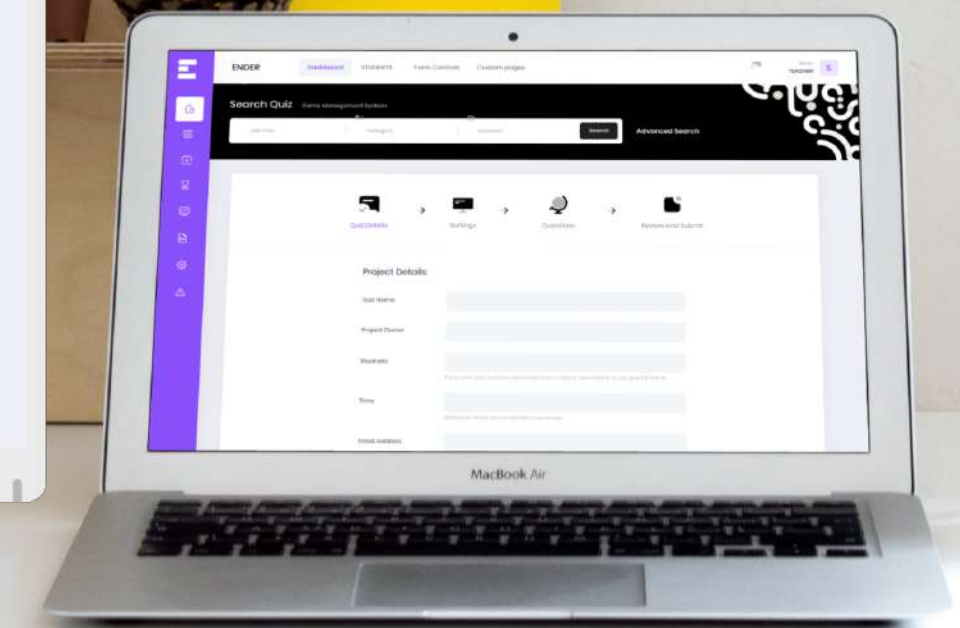
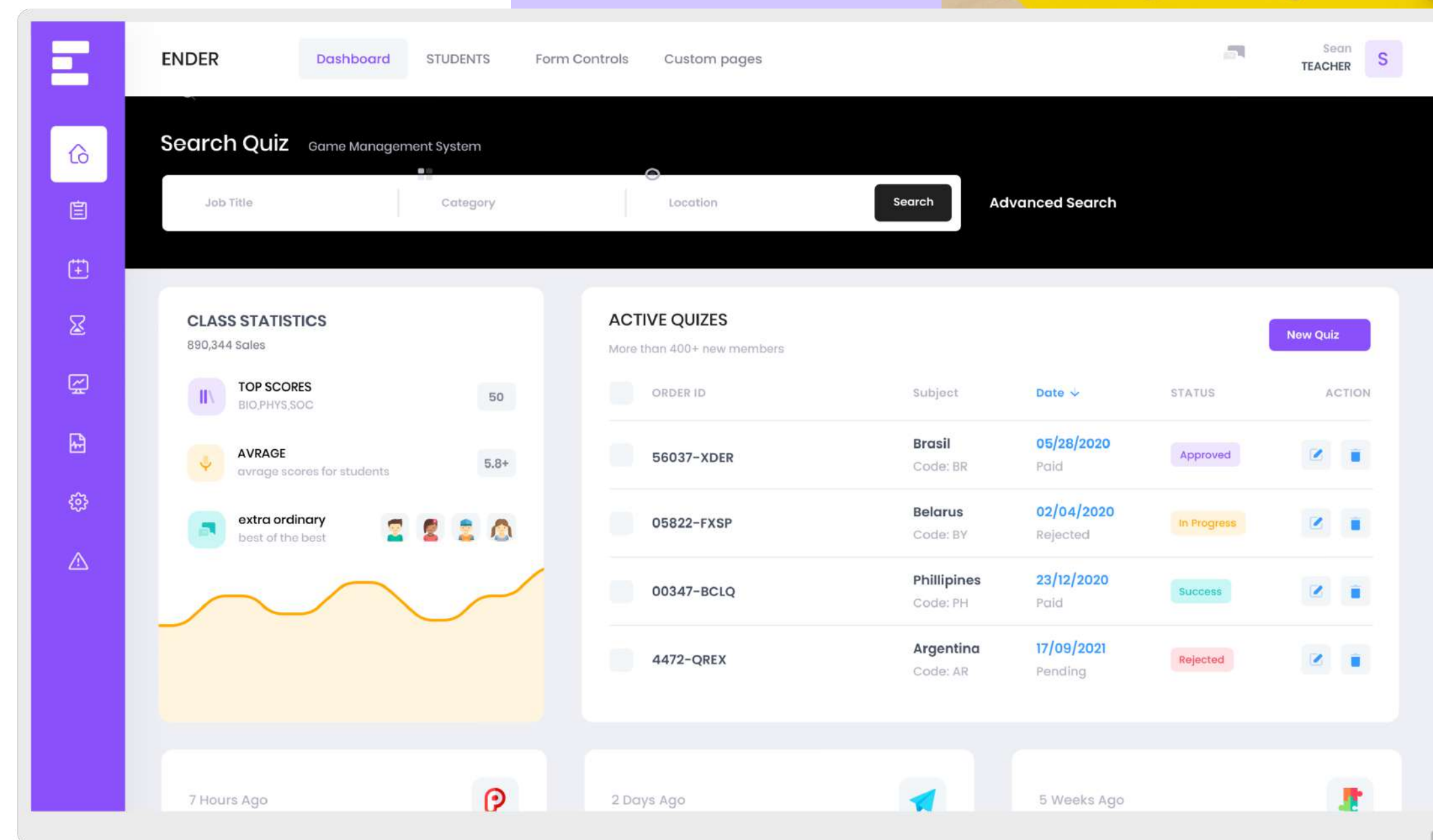
- Cloud based Dashboard for Educators
- Adaptive Game Marketplace
- Insight for Parents & Guardians

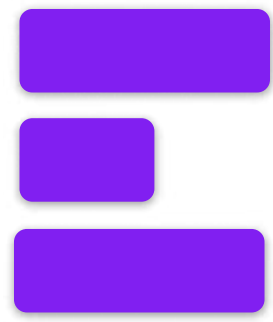


Simple & Intuitive

Dashboard for Teachers & Parents

- Quick way to create more interactive quizzes
- Get Live Time analytics
- Control every detail of your students learning





Growth

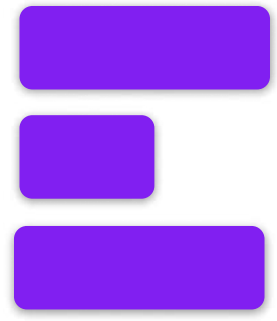
Our growth prospects are global because the internet gives us that “beautiful” opportunity. For starter, we believe to make localization in three Languages, English, Georgian, Russian, because these are only ones we know, but we hope to connect to the people all over the world and localize our platform and games in every possible language.

1st Year - Georgia & Region

2nd Year - Europe

How you will acquire and retain customers, profitably, at scale, and keep your product competitive.

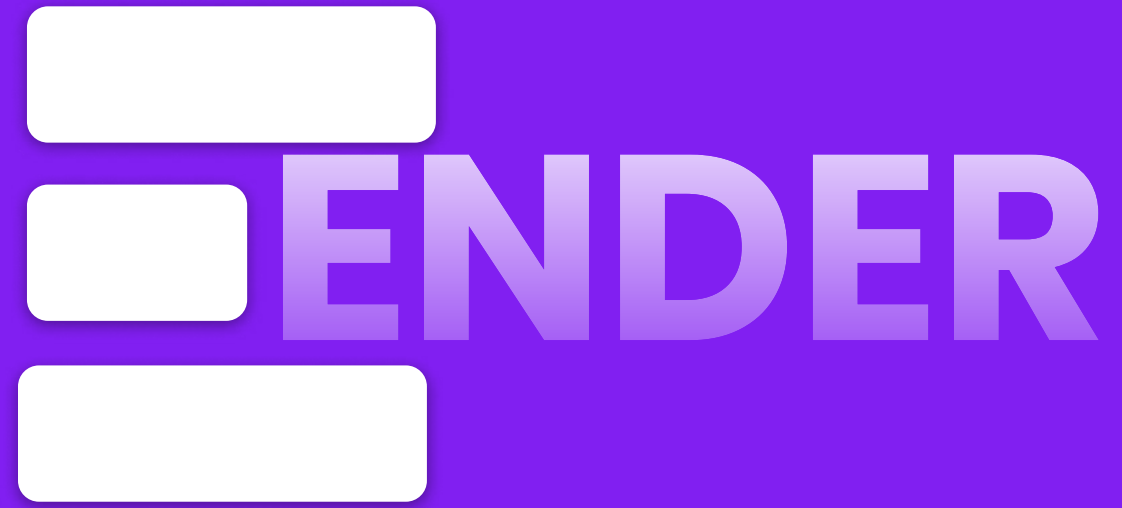




Market Opportunity

By the “Grace” of Covid-19, the market for educational games has skyrocketed. because teachers can't continue teaching the traditional way, tet-a-tet, and instead have to use “Zoom”. Which mimics traditional teaching, but isn't as effective (we all have seen memes). So, if students still have to sit in front of the computer, it would make more sense and would be more productive for students to “play Games”. and this is there educational game would help everyone.



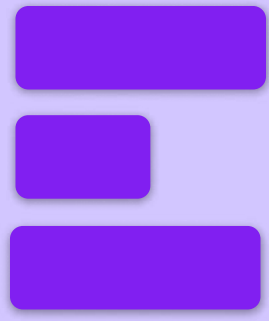


Thanks for Your Time



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MARIO LEARNING

<https://www.youtube.com/watch?v=9vJRopau0g0>



Gamification in Higher Education

<https://www.youtube.com/watch?v=9vJRopau0g0>



The Effective Use of Game-Based Learning in Education

<https://bit.ly/2GYtSMJ>

